



**THE OFFICERS OF
A.C.E. - SAINT LOUIS
WOULD LIKE TO WISH YOU A**

Merry Christmas
AND A
Happy New Year

**A.C.E. - SAINT LOUIS NEWSLINE
DECEMBER 1987**

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Meeting schedule
1987-1988

December 5th * Saturday * 12 PM
January 6th * Wednesday * 7 PM
February 3rd * Wednesday * 7 PM

ACE-STL Officers 1987
President * Matthew Ratcliff
Vice President * Jim Buchholz
Secretary * Greg Kopchak
Treasurer * Don McEntee
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ACE-STL NEWSLINE

**VOLUME 3
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ISSUE 12 TABLE OF CONTENTS

=====

PAGE 1 - RATTY'S RAP
PAGE 2 - Veep's Bleep's
PAGE 4 - Dot's Magic Review
PAGE 6 - New ST Disks for 88
PAGE 7 - Outer Space Attack
ORBITS Corrections
PAGE 8 - Type in Program
PAGE 9 - XLR CELLAR 8 bit News
PAGE 10 - Flight Simulator II Review
PAGE 11 - FoReM ST Tutor
PAGE 13 - Indus GT Disk Drive Review
PAGE 15 - Print Shopping
PAGE 16 - Bits and Pieces
PAGE 17 - Note & Points (8 bit info)
PAGE 19 - Mail Order Monsters
PAGE 20 - Secretary's Report
Midi Sig News
PAGE 21 - Print Shopping

SIG MEETING SCHEDULE
ACE MEETING - DECEMBER 5TH
THORNHILL LIBRARY.
MIDI MUSIC - DEC 15th KOPCHAKS
ST SIG - DECEMBER 9th RANDALL'S
8 BIT SIG - Not Schedule this Month

RATTY'S RAP

Matthew J.W. Ratcliff

Ho, Ho, Ho and all that stuff. How was the Thanksgiving? Good I hope. Well, computing at the Rat*Works has taken a radical change. I've sold my ST system (gasp!) and moved up (or down, according to your personal opinion) to an IBM PC-AT compatible (gadzooks!). Looking back, I can see that I didn't have much choice really. My job at work requires that I program the PC. With all the young talent in our group, I've got to work extra hard to stay one step ahead of the next guy. That means a serious PC workhorse at home. The ST has been good to me, helping me learn C and 68000 assembly language. But, the PC is where it's at (for better or worse) at my place of employment, so it is time to move on.

As for being an Atariian, that I still am. I've still got a nice 8bit Atari workstation. I've already written several articles on it, since selling the ST only 2 days ago. I'll stick with the 8bit Atari. Who knows, I may even move up to the ST once again if the Megs drop in price significantly over the next year.

Sale of the Century part II will take place at the December meeting, as I get rid of the rest of my ST software as follows:

Flash - \$15
Barbarian - \$15
Word Writer - \$30
Atari Dev. Kit - \$75
Megamax C - \$75
First CADD 1.2 - \$25
Regent Word II - \$25
Publishing Partner - \$50
Degas Elite - \$20
Easy Draw+Art+Fonts - \$35
GFA Basic - \$30
GFA Compiler - \$30
World Karate Champ - \$12
SpellerBee+Mathtalk - \$10
Personal Pascal - \$25
Abacus books \$5-\$10 ea.
AND MORE!

As for news from ANALOG computing, there is none yet. If I get any new magazines before the meeting, I'll be sure to bring these rare commodities for you to peruse. Randalls have now been out of ANALOG/ST-Log for 3 months. I've been assured the magazine is on the come back trail, but I've seen about as many copies of the magazine as the Randalls have lately.

The printer of choice for CHEAP has got to be the Panasonic 1080i II. Jeff Randall assured me this printer is very Epson FX80 compatible, and I wasn't disappointed. After being frustrated by the Gemini 10X's "minor incompatibilities" for years, it's very pleasant to be using a truly Epson compatible printer. It can do near letter quality, no problem. On the top of the printer is a slide switch for selecting NLO, draft, and compressed print modes. Another cute feature is the fact that you can use the form feed button while the printer is on line. It's very convenient. This printer is quiet, relatively fast (150CPS), and an excellent buy overall. I highly recommend it.

If you want a faster more sophisticated 9pin printer, check out the new Star NX1000 (yep, the Gemini makers have finally done it right) at Randalls. The interface connector is at the side, not the rear. This keeps the cable out of the paper's feed path. At the flick of a switch you may unload the tractor feed paper and place a single sheet in the platten, to print on your letter head. When through, simply flick the switch again, and the Star printer automatically reloads the tractor feed paper. If that isn't enough for you, this printer has 4 custom fonts built in! If that still isn't spiffy enough for you, wait until next month for the NX1000 Rainbow, a full color printer from Star! Jeff tells me this will be Epson JX80 compatible, the defunct color printer from Epson. (Epson discontinued it due to poor sales, or high price, or something.) The Star color dot matrix printer should be quite affordable. Now that the 24 pin printers are getting popular, they are really pushing the prices of 9 pin dot matrix printers down dramatically. (Good Epson compatibles can be had for as little as \$150 mail order!) Actually, I wouldn't recommend a 24 pin printer at the moment anyway. There just aren't enough good 24 pin printer drivers out yet, and the 24 pin printers do a lousy job of emulating the older 9 pin printers.

SoftLogik has one of the new Atari Laser printers for development work. It has a lot of distinct DISADVANTAGES as compared with the rest of the Laser printer market. First, it has a nonstandard interface, connecting to the ST's DMA port. This means it can only be used on an Atari ST or Mega. It also means that the Laser printer must be on at all times, if you also have a hard drive. You can't talk to the hard drive without the printer on as well. This can be a real drag, since I'm told that laser printer is pretty noisy even when idle. This printer has no RAM, so it eats about 1.5 megabytes of your ST's RAM (if you want 300 dots per inch resolution). This printer does not follow any standard, such as Post Script. I'm told Atari's laser printer draws great lines and fonts, but their fill patterns are real bad. Atari hopes to come to market with this laser printer for about \$1700. That is going to be tough to swallow when the HP Laser Jet can be had for as little as \$1900 mail order, and the new Tandy laser printer sells for \$2100. Both of these lasers have 1.5Meg of RAM (expandable for higher resolution, too). Both emulate many different printers. I believe the Tandy handles PostScript as well. If you're in the market for a good laser printer, don't wait for the one from Atari.

This is my last month as your president. Next month, Terry Shoemaker will take over, giving me a chance to kick back a bit. I'll be in charge of demos for the club meetings, as your VP next year. I hope to bring you more 8bit goodies, and will work with Jeff and Tim Randall quite a bit to put together great ST demonstrations also. Well, see you at the meeting. Until then, happy computing! - Mat*Rat

Veeb's Bleep's THE LAST GASP

To paraphrase one of my heroes, "T-T-That's all folks". It is hard to believe that 1987 is about to be closed on the books. It has been a good year. Atari has been a pain with deliveries, but they did finally deliver most of what they promised. The club seems to be on solid footing and the coming year looks good. We have had a few changes in the club for the next year. We have a new officer for 1988, Steve Freshley has been elected as our new treasurer. I for one would like to thank Don McEntee for the exemplary job he has done for three years. Treasurer is a relatively thankless job, but one that needs to be done for the club to function correctly. Thank you Don, for all your efforts on behalf of ACE-West and ACE-STL. Terry Shoemaker was elected president of ACE for 1988 and I am sure I speak for us in wishing him well. Terry has been the backbone of the club for the last year and will do a good job in his new office. Matthew Ratcliff is now our Vice President and will be scheduling some great demo's and meetings for the coming year. Greg Kopchak is repeating as Secretary another of those thankless jobs, that has to be done month after month. The editors job fall to me this year, a seat I warmed in the past. I have to admit, with the Publishing Partner program, it makes the job a lot easier and a lot better looking. Now that I can use a disk based dictionary and a thesaurus, some of the newslines may actually be readable. I think I can speak for all the officers in thanking you for electing us for the coming year. We will try to live up to that trust.

december meeting

The december meeting will feature a telecommunications demo. I have been running the A.U.R.A. BBs for the last few months while Dan Kendel (an ACE member) settled into his new home. Well I am sending the board back to Dan on December 5th (real coincidence, right?). On its way to Dan's it is going to stop by the ACE-STL meeting. Ha, you ask what is A.U.R.A.??? Well it is a FoReM ST bulletin board, probably the most sophisticated bulletin board program for Atari. The system runs on a 1 megabyte 520ST monochrome system. It uses two twenty megabyte Panasonic 3/12" hard drives with RLL controllers and a Berkley Microsystems Harddrive interface, giving it a total storage of just over 60 megabytes (so much for the free plug). In this issue you will find the first episode (sound dramatic that way) of the FoReM ST tutor minseries. I plan to beseege you with over the next 4 or 5 months. The demo will show the message system on the FST. I want to show the power and the ease of using the FST. I am also going to have an 8 bit system to demo the message areas on an 8 bit. Even if your an modeming 'pro' I think you will learn something from these demos. If your not a modem user, you can always bring the whole family and convince them how much you need a modem for Christmas. We will also have other 8 bit and ST demos to fill out the meeting.

Newslines Articles

Well didn't take long for me to start on 'articles' did it? Well here is the scoop. In this issue you will see a calendar of meeting dates and a 'NEWSLETTER DEADLINE' date. This is the last day that an article will be accepted for the newsletter for that month. this will give you time to plan ahead. I hope the good support continues for the Newslines. I would like to give the "preferred" methods of submitting an article, although if you scrawl it on the back of a napkin and send it in we will try to retype it and use it!

Word Processors

8 bit

AtariWriter or PaperClip

ST

1st Word

WordWriter

ST Writer

Publishing Partner

The easiest way, would be to upload them to either the Gateway (647-3290) or AURA (469-0455). They are accessible to me that way, immediately. The next way is mail them to the club PO Box on disk media. If the only way you can send them is to send hardcopy (printout), do it. It will delay them getting in the newsletter, until we have time to type them up. But, whatever way you do it, please send something, it doesn't have to be pulitzer prize material, just whatever you feel is worth sharing. Let's go for 88

Jim • Gateway



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and a
Happy New Year!***

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HOURS

10:00-8:00 Mon-Thu
10:00-9:00 Friday
10:00-6:00 Saturday

DOT-MAGIC Review

It's here at last, folks, "Son of DAISY-DOT"! If you already own DAISY-DOT, (Reviewed in September 87's Newline) you know that Roy Goldman produced a NLQ software XL utility for dot-matric Epson compatible printers which includes a great font editor. Font designers will need this one.

Next on the public domain market, comes DOT-MAGIC by Chet Walters. Chet, true to his "Wow! It's neat! Let's make it neater!" nature, has really outdone himself on this one. To start with, he has added the Prowriter printer to the list. (Thank you, Chet!) An editing screen has made the fonts and density choices much easier while adding pagination options. He's also added a label maker, a 3-size picture dump, a type-a-line function for short notices, and a great number of slick ways to embed formatting commands. Six pages of docs are included plus two new fonts.

In DOT-MAGIC'S docs, Chet makes mention of ANOTHER disk of DOT-MAGIC Utilities, which can be had for a donation. This disk contains more fonts and such utilities as "KODE KILL", which strips AtariWriter files of pesky embedded codes, "PADFONT", which pads any NLQ font for right justification, (Since the fonts are proportional, you need this for two column work) and "EVENODD", a utility which allows selective printing of pages for two sided documents. Last, and most elaborate, is the "LP2ATARI" utility which allows users of LETTER PERFECT to load any LP file and save or print it disk in Atari DOS. A lot of people who had 80 column capabilities with LP (hmmm, Terry?) and even those of us who don't, but who still prefer LP, now can print to disk for BBS upload; and, of course, use LP with DOT-MAGIC. This utilities disk also includes 15 pages of docs plus an added bonus of several turbo utilities by Frank Ostrowski.

DOT-MAGIC is available in the Club library and on various bulletin boards. If you want the DMG Utilities disk you must send for it. After seeing how much work he did, I would sooner have my 8-bit library shredded than give his disk away free. It has come to the point that if we don't support our public domain unsung heros, we will see no more 8-Bit software. (They all have ST's now, you know!) Christmas is coming, so let's donate!

Joan Ryan

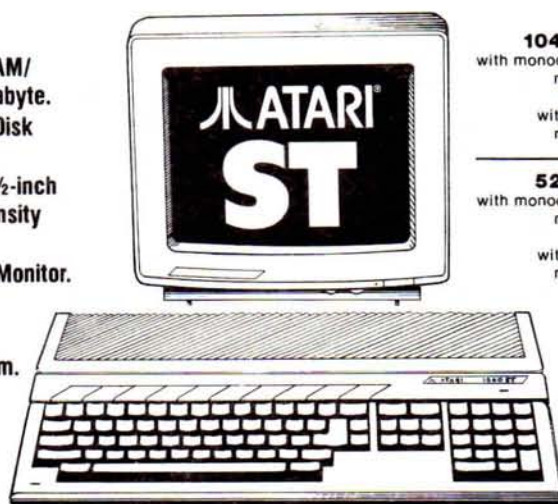
FONT D1:ROMAN.NLQ		CONTROL & KEY	
FILE TYPEWRITER		FOR ANY CHANGE	
		>ESC FOR MENU<	
DENSITY (1-4)	2	> PAGING DATA <	
SPACING (8-9)	3	LENGTH (lines)->	66
BOLDFACE	OFF	WIDTH (inches)->	8
CENTERING	OFF	PAGES TO PRINT->	ALL
		NUMBER OF COPIES->	1
		QUEUE FROM PAGE#->	1
		THROUGH PAGE#->	99
THIS IS THE DAISY-DOT II typing win			
dow where we type our text to send			
to the printer.■			
PRESS START TO PRINT			

MAIN MENU DOT-MAGIC

TECHNOLOGY SO ADVANCED, IT'S AFFORDABLE.

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New ST Disks - 88

ST DISK 88/1

SPECTRUM 512 SLIDE SHOW
 CHEETAH- Spectacular picture!
 HORSES- Two galloping horses.
 MOON LIGHTING- The dynamic duo
 RED WING- Classic Car
 SABREJET- Korean War Jetfighter
 SPOCK & KIRK- Stars of Star Trek
 TOUCAN- Fantastic colors
 YODA- Jedi knight master

ST DISK 88/2

SPECTRUM 512 SLIDE SHOW
 ALBERT EINSTEIN- In his 'work' shirt.
 FASHION- Excellent detail.
 FLOWERS- 3D (Stereo-Tek) picture
 IRIS- A purple Iris, very pretty.
 LEGENDS- Heros of past ages.
 MAX HEADROOM- M-m-max-x-x-x
 STAR DESTROYER- From Star Wars.

ST DISK 88/3

SPECTRUM 512 SLIDE SHOW
 --- ADULT ---
 BETTY- Excellent graphics!!
 FOXY- the name says it all.
 HEALTHY- The doc's prescription.
 JAN- great details in picture.
 JESSICA- Jessica Hahn from Playboy.
 NUDE 12- A Gary Yost nude.
 NUDE 15- another Yost nude.

ST DISK 88/4

UTILITIES/APPLICATIONS
 C.A.D.- Computer Aided Design, shareware
 from Isreal
 DBASE1- A database for the ST
 DCOPY 1.91- The best all around Utility
 package, does it all from ARC to ???, a
 must have file.
 SUPERBOOT- Does everything for booting,
 lets you pick accessories, auto folders, etc.
 SCREEN SAVER- Turns of the screen after
 one minute of keyboard or mouse
 inactivity. Very useful for preventing
 screen burn-in.

ST DISK 88/5

UTILITIES/APPLICATIONS
 DISK CATALOG 1.3- A disk catalog, sorts,
 prints, excellent organizer! A must!
 EXTENDED FOLDERS- A must for hard
 drives, allows 300+ folders.
 GULAM- Shell w/60 built in EMACs
 ST MAINTAINCE- A good memory test and
 drive test program.
 TURTLE- Super hard drive back up utility

ST DISK 88/6

UTILITIES/APPLICATIONS
 ASSEMBLY UTILITIES- 19 TOS files
 FFT- Fast Fourier transform program
 SCRUNCH- Allows compression of disks
 including Folders, a pain but necessary.
 VIX- VI editor provided with UNIX,
 includes a number of enhancements
 including 40-50 lines of text on mono.

ST DISK 88/7

COMMUNICATIONS
 DOUBLE CLICK TRANSFER- Demo, upload
 only, let you run another prg while u/l.
 SEALINK- Doc and program for SEALink
 STARNET- Shareware BBs w/15 levels
 VANTERM .83- Excellent ST terminal file,
 does a lot of different things WELL!
 YMODEM BATCH- Accessory file for FLASH
 allows Ymodem Batch transfers.

ST DISK 88/8

LANGAUGE
 PD PROLOG- PROLOG, from Germany.
 DOC's in German w/ short starter doc in
 english. Suppose to be very good.
 CHRISTMAS SONG/PICTURE SHOW DISKS
 We will have some song disks with
 Christmas music and slide shows at the
 meeting. They will play through the
 monitor speaker or your MIDI interface.
 THERE WILL BE LIMITED NUMBERS OF
 DISKS AT THE MEETING, ABOUT 5 EACH.

all disks are single sided

defectives will be exchanged only

ORBITS Revisited

Charles Robinson

If you typed in the ORBITS program from last month, you probably had trouble with a couple lines. Due to the type font used, the less than and greater than signs in lines 130, 1020, 1160, and 1190 did not print correctly; the less than sign printed as a comma and the greater than sign as a period. The lines should read:

```
130 IF PEEK(764)<>255 THEN 500
1020 INPUT T:IF T>3 THEN 1010
1160 IF A<0 OR A>159 THEN 1150
1190 IF A<0 OR A>79 THEN 1180
```

A bigger problem is the error in line 530; the GOTO should be to line 1000, not 500! So much for proofreading!

Now that you have a working program, the table below gives you some Object 2 parameters to play with. In all cases, Object 1's gravity = 10000, x-pos = 80, y-pos = 40 and x-,y-speeds = 0.

Grav	X,Y-pos	X-spd	Y-spd	Comment
1	0,0	962	0	almost orbits!
2	0,0	962	0	2 loops then...
1	0,0	968	-20	watch this one! will it make it? Do you see a Mickey Mouse?
2	0,0	968	-18	single looper
2	0,0	970	-20	comes back!

I promised you a set of parameters that would orbit, and I had one...but I lost it and now I can't come up with it again! If YOU can come up with one, let ME know! Most values don't work because of a loss of precision; i.e., putting in 962.3456 for the x-speed is no different than entering 962 so an exact solution can't be attained. For a 1 G object, an x-speed of 961 is too slow and 963 is too fast but 962 isn't quite right either; hence, a stable orbit is not achieved. Such is the limits (and frustrations) of computer simulations.

For a nice spirograph effect, change the PLOT in line 360 to DRAWTO. Have fun!

OUTER SPACE ATTACK

Charles Robinson

This month's type-in is a real gem, an olden Goldie, a super smash! Actually, it's a SPACE INVADERS clone from the March '82 issue of SOFTSIDE magazine, and it was written by Sheldon Leemon (of INSTEDIT fame).

SOFTSIDE magazine? In the early days of Atari computing, SOFTSIDE magazine was THE magazine for Atarians; COMPUTE!, ANALOG and ANTIC did not exist in those ancient times. Only BYTE and CREATIVE COMPUTING were around in those days, and they didn't have much to say about Atari computers. (Although now defunct, CREATIVE COMPUTING did later give support to Atari and carried David Small's --of ST MACartridge fame-- Atari column.)

SOFTSIDE (SS) was really 3 magazines in one, in that it had sections for Apple, Radio Shack and Atari, with Atari being a later addition. We early Atarians would literally (well, almost literally!) hang out by the mailbox for days waiting for the next issue to arrive and would spend the next month typing in all those exciting programs! Classics, like MICROTEXT (one of the first word processors), DR. LIVINGSTON (adv), DEFENSE (Defender clone), BANNER-MAKER, SOLITAIRE, DUNGEONS OF THE GODS (adv), POKEY PLAYER (AMS forerunner), and HOPPER (Frogger clone). Alas, all good things must come to an end, and so did SOFTSIDE. They added IBM PC support and everything got so diluted that the quality dropped. For some strange reason, the editors then decided to become a synopsis magazine of popular science and computing articles, and they quickly folded. An attempt was made to start up again but by then, ANTIC and ANALOG had entered the picture and it was all over for SOFTSIDE.

Fortunately, the SOFTSIDE legacy lingers on in the classics it left behind, and OUTER SPACE ATTACK (OSA) is one of the best! In under 50 lines of BASIC, OSA presents a complete, full color and sound version of SPACE INVADERS that is as good as the real thing! No other computer can come close to doing this! This program really shows how easily complex graphics can be done on the Atari. Type this one in and enjoy it. Next month, I'll take it apart and tell you what each line is doing. (NOTE: in line 300, ATTACK and leemon should be in INVERSE VIDEO.)


```

1 REM *** SPACE ATTACK ***
2 REM **** Sheldon Leemon ****
3 REM * Mar 1982 SOFTSIDE Magazine *
10 I=0:J=0:COUNT=0:ATTACK=0:GOSUB 280:
GOTO 140
30 Y=PEEK(53248):IF Y=0 THEN GOSUB 210
40 IF SF=1 THEN SVP=SVP-4:M$(SVP)=SHEL
L$:POKE 53278,1:IF SVP-4<K(10 THEN M$(
SVP,SVP+4)=BL$:SF=0
50 Y=PEEK(53248):IF Y=0 THEN GOSUB 210
60 IF BF=1 THEN BVP=BVP+3:M$(BVP)=BOMB
$:IF BVP=102 THEN M$(BVP,BVP+5)=BL$:BF
=0:BVP=20
70 IF PEEK(53259)=1 THEN 250
80 IF BF=0 AND COUNT<ATTACK AND K<16 T
HEN BF=1:POKE 53255,HP+3:BVP=14+4*K:CO
UNT=0
90 HP=HP+4*(STICK(0)=7)-4*(STICK(0)=11
):POKE 53248,HP
100 IF STRIG(0)=0 AND SF=0 THEN SF=1:H
PM=HP+2:POKE 53252,HPM:SVP=94:M$(SVP)=
SHELL$:POKE 77,0
110 COUNT=COUNT+1:RETURN
120 POKE 656,1:POKE 657,2:?"GAME OVER
—PUSH BUTTON TO PLAY AGAIN":SOUND 0,
0,0,0:CHANCES=0:SCREENS=0
130 POKE 656,1:POKE 657,2:?"
";POKE 704
,PEEK(710):IF STRIG(0)=1 THEN 120
140 POKE 656,3:POKE 657,2:?"SCORE "
";SCORE=0:GOSUB 240:POKE 705,38:POKE 7
06,38:ATTACK=80:TOUGH=0:TOUGHER=0
150 POKE 704,196:M$=BL$:SF=0:BF=0:POKE
53278,1:FOR I=1 TO 3:FOR J=80 TO 150:
SOUND 0,J,10,6:NEXT J:NEXT I:COUNT=80
160 POKE 77,0:ATTACK=ATTACK-SCREENS*10
:IF SCREENS>1 THEN TOUGH=30:IF SCREENS
>3 THEN TOUGHER=60
170 FOR K=1 TO 20:D=-D:FOR I=0 TO 8:L=
PEEK(DL)-D-20*(I=8):H=PEEK(DH)-(L(0)+(
L)255):L=L+256*(L(0)-256*(L)255)
180 GOSUB 30:POKE DH,H:POKE DL,L:GOSUB
30:POKE 756,RT+4+2*(PEEK(756)=RT+4):G
OSUB 30+TOUGH
190 SOUND 0,255,12,15:GOSUB 30+TOUGHER
:SOUND 0,0,0,0:NEXT I:NEXT K
200 GOSUB 420:M$=BL$:SF=0:BF=0:POKE 53
278,1:GOTO 120
210 SOUND 0,20,10,6:X=HPM+8*I*(-D)-64*
(D(0)-48:X=2*(INT(X/16)):Y=(Y=2)+3*(Y=
1)+5*(Y=8)+7*(Y=4)-1
220 SCORE=SCORE+10*(10-Y):HITS=HITS+1:
IF HITS=24 THEN POP:M$=BL$:SCREENS=SC
REENS+1:GOSUB 420:GOTO 150
230 POSITION X,Y:?"#6;"
240 POKE 656,3:POKE 657,8:?"SCORE:"
";M$(SVP,SVP+2)=BL$:SF=0:POKE 5
3278,1:RETURN
250 POKE 706-CHANCES,0:POKE 704,PEEK(7
10):M$=BL$:FOR K=70 TO 0 STEP -1:SOUND
0,240,8,K/5:NEXT K:GOSUB 420

```

```

260 CHANCES=CHANCES+1:IF CHANCES=3 THE
N CHANCES=0:SCORE=0:GOTO 120
270 GOTO 150
280 RT=PEEK(106):IF RT/2=(INT(RT/2)) T
HEN RT=RT-8
290 POKE 89,RT:POKE 88,0:?"CHR$(125):P
OKE 89,RT+3:?"CHR$(125):POKE 106,RT:GR
APHICS 18:POKE 756,(RT+4)
295 ? #6;"% OUTER %":?"#6:?"#6;" &
space &"
300 ? #6:?"#6;" 'ATTACK '":?"#
6:?"#6:?"#6:?"#6;" BY s. leemon"
310 FOR I=8 TO 39:READ X:POKE (RT+4)*2
56+I+32,X:SOUND 0,I,10,6:NEXT I
320 FOR I=40 TO 71:READ X:POKE (RT+6)*
256+I,X:SOUND 0,I,10,6:NEXT I
330 FOR I=72 TO 87:POKE (RT+6)*256+I-7
2,0:SOUND 0,I,10,6:NEXT I
340 FOR I=88 TO 511:J=PEEK(57344+I):PO
KE (RT+6)*256+I,J:POKE (RT+4)*256+I,J:
SOUND 0,I,10,6:NEXT I
350 FOR I=1 TO 600:SOUND 0,0,0,0:NEXT
I:GRAPHICS 1:POKE 559,0:DH=PEEK(560)+P
EEK(561)*256+5:DL=DH-1
360 POKE 89,RT+2:POKE 88,128:POKE 752,
1:?"%":POKE DH+25,6:POKE 708,52:POKE
709,132:POKE 710,8:POKE 711,84
370 DIM BL$(128),D$(1),F$((INT(ADR(D$)
/1024)+1)*1024-ADR(D$)-1),PM$(384),M$(
128),P$(128),P1$(128),P2$(128)
380 DIM BOMB$(6),SHELL$(6):BL$=CHR$(0)
:BL$(128)=CHR$(0):BL$(2)=BL$:P$=BL$:M$
=BL$:SVP=88
390 FOR I=1 TO 6:READ K,Y,D:P$(97+I,97
+I)=CHR$(K):SHELL$(I,I)=CHR$(Y):BOMB$(
I,I)=CHR$(D):NEXT I
400 P1$=BL$:P2$=BL$:P1$(12)=P$:P2$=P1$
:POKE 53249,170:POKE 53250,156:POKE 70
4,196:POKE 707,76
410 BVP=10:POKE 53254,100:HP=128:POKE
53248,HP:POKE 54279,ADR(PM$)/256:POKE
623,1:POKE 53277,3
420 POKE DH,PEEK(89):POKE DL,128:POKE
559,46:BF=1:HITS=0:D=-1:POKE 756,RT+4
430 ? #6;CHR$(125):FOR J=0 TO 3:POSITI
ON 0,J*2:FOR I=1 TO 6:?"#6;CHR$(5+32*J
+J+64*(J)1));?"":NEXT I:NEXT J:RETURN
440 DATA 60,126,255,165,255,126,0,0,60
,126,215,215,126,255,129,102,24,60,126
,235,255,255,65,0
445 DATA 195,126,255,153,221,255,65,65
,0,0,0,90,0,0,0,0,60,126,86,126,60,62,
34,54
450 DATA 24,60,126,215,255,255,130,0,1
95,66,126,255,153,187,255,65
460 DATA 24,1,0,24,1,0,24,0,0,60,0,0,1
26,0,192,255,0,192

```


XLR CELLAR

by MIKE MASON

Welcome once again to my corner. Some interesting news this month, such as....
...an 8-Bit GEM-type interface. ALAN REEVE made his mark with some nice Public Domain and later COMMERCIAL handlers for the now CHEAP ATARI CX85 keypad. Alan also has some other products, and recently announced a complete development system for 8-Bit ATARI computers, still under development in his Chicago based company. Diamond will be a complete programming environment similar in operation to GEM on the ST. Although this has been tried by a few programmers before (RE: GOS, the Zodian Rat, etc). Yet no equivalent to the C-64 GEOS has really arrived. DIAMOND may be the first. Designed to fully use the expanded memory ATARI (either 130XE or any upgraded machine), it will include windows and icons, alert boxes and mouse support addressable from any language or application software. Included are to be DIAMOND WRITE, DIAMOND DRAW, DIAMOND PUBLISH, and a plethora of desk accessories. Release date is a "HAZY" 'Fall 87'.

SUPRA 2400 MODEM

Supra will soon release a new 2400 baud modem. Rumored to be priced at only \$189.00. Features will include 100% Hayes compatability, built in phone number memory, plus most all features found on most 'Smart Modems'. It looks quite a bit like a HAYES 1200 but is about 2/3 the size.

PARROT MODEM

Speaking of modems. There's a new innovative modem from Novation now available. Slightly larger then a pack of cigarettes, this little wonder packs 300/1200 baud capabilities, full Hayes command set, autodial/answer, a built in speaker, status indicators, and draws it's power directly from the computer. If that isn't enough, it also has the standard DB25 RS232 cable making hook up to the ST a breeze. There are negotiations on a model with a DB9 connector for you 8-Bit fans too. This will require an 850 interface, or P+R Connection, but makes a dandy combination. The best part is it sells for \$149.95.

CHEAP SOFTWARE

American Techna-Vision (TV) better known for their extensive Atari parts inventory has a bundle of Education programs available CHEAP!

For \$5.00 each or 3 for \$12.50 you can enjoy the following programs.

Fractions, Big Match Attack, Musical Pilot, Com-putation, Trivia Trek, Pathfinder, Abuse and Match Racer

For \$6.95 you can pick up

Money Tools, Mind Mazes, Fun in Numbers, Fun in Learning, Run for the Money and Word Flyer

American TV also carries a host of other Atari related software, books and hard to find items. Check with them at:

AMERICAN TECHNA-VISION

15338 INVERNESS

ST. SAN LEANDRO CA. 94579

OR BY PHONE AT 1-800-551-9995

Information was used from the Skyline BBS in Denver, (303)457-0320.

That's all for now, so have a happy new year and a great Xmas. This is the time for you 8-bitters to ask for those STs.

Flight Simulator II

VERSION 1.1

*Reprinted from Atari Exchange of
Louisville
by Charles E. Crowder Jr*

Flight Simulator II has been one of the top sellers for any computer which it has been produced. This has held true for the ST as well. In the past there have been a few problems with it. These were mainly:

- 1) Lack of joystick control
- 2) Different version to support mono/color
- 3) Copy Protection
- 4) Limits on user databases
- 5) Inaccuracies in the simulation - never running out of fuel, etc

With this new release, SubLogic has corrected three of these problems. Joystick control has been implemented along with mouse control and the keyboard. Both monochrome and color are now supported on the same disk. The program detects which monitor is connected and loads the proper program module. For hard disk users, the copy protection is now gone, so loading from a hard disk is now supported. For those who use the multi-player mode, the ADF can now display the direction to the other players plane while the DME will indicate the distance. The autopilot can also be used to lock onto the other plane and bring you together.

Having used the new version since mid-June, I can say that the joystick mode is long overdue, but like the mouse, it takes some getting used to because the joystick movements are sequential rather than random as with the mouse. If you are in a hard left turn and wish to center the control, you must start the movement before the aircraft is too far into the turn or you will over-control the aircraft trying to compensate for the slow joystick movement.

The other problems in the simulation have not been cured yet. The editor requires that the aircraft already be in the air or you will crash as soon as you exit the editor for inflight maneuvers. The

limits on the user defined databases still exist, and it is still possible for the pilot to fly around the world forever without running out of fuel.

While these problems are minor and detract very little from the enjoyment of the program. I hope that SubLogic will correct these obvious flaws in the near future.

If you haven't received notice of the upgrade and still have version 1.0 of FSII, sent your original disk to SubLogic at the address on the back of the product box and mark the envelope "ST VERSION UPDATE". The update is free and takes about 2-4 weeks.

FLIGHT SIMULATOR II SCENERY DISK #7

This is the first scenery disk released for the ST (#11 has since been released with Sub Logic promising more on a once a month schedule)

This release covers the East coast from New York (Exclusive) south to the Florida Keys (Inclusive). The scenery is improved over the master disk and is more like the scenery available on the STAR scenery disk for the 8 bits. It is fairly detailed although the graphics are still blocky. The data for the scenery on this disk takes up a singlesided disk and includes a shuttle on Launch Complex 34A, several gantries for earlier space launchers and the gigantic vehicle assembly building built for final assembly. Washington shows the White House, Capitol, Pentagon, Washington Memorial and several others. The list of sights is too lengthy to list but this disk is worth the price for those who like to fly the simulator.

Editor's Note:

**SubLogic
713 Edgebrook Drive
Champaign, IL * 61820
217-359-8482**

FOREM ST - *TUTOR*

PART ONE - THE MESSAGE BASES

Well, let me start this article with two facts that will become evident as you read this article. First, I am far from a professional writer. I will try to make things as clear as possible. Second, I am a dyed in the wool FoReM anything fan. Having run a bulletin board of one sort or another for the last four years. I first ran a FoReM in 1984 and have run them ever since. The FoReM is a very user freindly system, so why do we need a tutor? Well the FoReM ST has added quite a few sophisticated commands and although once your familiar with them they are easy. Sometimes they can be intimidating when you first log on, so I am going to try and describe the commands and their use. First a brief overview of the FoReM ST. It was written by Matthew Singer, who has given us FoReM, FoReM 26M, FoReM XL, FoReM XE and (boo-hiss) FoReM PC. Matt has been at it for a long time. Currently all his 8 bit FoReM's are now released to the Public Domain as he spends his CPU time updating the FoReM ST. The FoReM ST (to save space, PST) supports multiple message bases, multiple databases, online "doors" which can be used for games or other applications, many download protocols, online graphics and many other features. This first article will describe the message bases and how to get around in them. I will be describing PST version 2.0

Well we are logged on the system and sitting at the main prompt. The PST is set up in sections, to enter the message system you need to enter the command "M". You will see a list of message areas that you are validated to enter. Now if you just want to scan the new messages in all of them, enter an "A". This will take you to all the bases you have marked for scan and read the new messages. but, lets say you just want to enter a specific base. Let's enter a "1" to access the 'MAIN I/O'. We will see:

A.U.R.A. Message System

Current Message Base: The Main I/O

120 Messages - High message received: 3212

Last message: 3240

Next message: 3241

Continuous scroll off

Msg Cmd (?=Menu):

This screen gives you the obvious, what base your in, total messages, high msg received, high msg in base, number of the next msg and continuous scroll status. Now let's find out what commands we have to choose from, how? Easy the old standby, enter a ?. A tip from the wise, anytime your at a command line and aren't sure what to do next, enter the question mark. On most boards, it will give you a list of available commands. So let's enter it. The next menu will look like this:

- A = Check for all messages TO or FROM you
- B = Check for all messages FROM you (these are all msgs sent by you)
- C = Check for all messages TO you (these are all msgs sent to you specifically)
- D = Delete a message (Either sent to you or sent by you)
- E = Enter a message
- L = Locate and read (search) messages (you can do a global search, thread search)
- M = Read marked messages (use with "S" command)
- R = Read Messages (basic command)
- S = Scan marked messages (used to mark specific messages to read)
- W = Message Editor Word Wrap toggle
- Y = Set message bases for scan (allows you to set what bases you want to see in read new scan)
- = Continuous message scroll toggle
- * = Set continuous scroll delay
- O = Change message bases
- Q = Quit to main menu

FOREM ST TUTOR- MESSAGE BASE PTI (CONT'D)

Okay we are in the message base, first let's set our message base scan, enter the 'Y' command.

1 - The Main I/O	:Yes	2 - CompuNEWZ	:NO
3 - Atari 8 bit source	:NO	4 - Ask the sysop	:YES
5 - GFA Basic	:NO		

Ok, now if you were at the main prompt and entered a M/A it would scan all the marked bases for new messages. At this screen you can mark those message bases you want to see, they will then be saved and every time you call they are set. You can change them at any time. The command line will look like:

Enter the number of the message base to switch (Return = Done)

You may stack the command here, lets say you want to scan all the bases, enter :2/3/5 and hit a return. You will then see all the bases will have a YES after them. Now the scan is set for all the bases. If your interests are more limited, you can turn any of the bases off, if you wish. When they are set as you like, hit a RETURN and you will be back at a msg command line.

Now, you can enter any of the commands we already listed. Let's use the easy one, R, to read msgs. When you enter it you will be at the READ command line -Read Cmd (?=List): again, don't forget simply entering a ? will get you a list of commands. Your read commands are as follows:

100,105,103	LIST - <i>This will list the messages numbered only</i>
2-15	RANGE - <i>This will show all the messages between the two numbers</i>
+ or F	FORWARD READ - <i>This will start with the lowest number message and read to highest</i>
- or R	REVERSE READ - <i>This will start with the highest number msg and go to the lowest</i>
N	NEW MESSAGES - <i>This will scroll all new messages since the last time you read them</i>
Q	QUIT - <i>This will quit to the message command line</i>

Now as with most boards, you can stack your commands, on the FoReM ST the commands should be separated with a "/" (slash). So at the message command line you can tack the read cmd on, such as:

R/N would read all new in the base your in currently

R/R or R/- would read the current base highest message to lowest

Let's go back to the message command line and try one of the other commands. Let's use one that shows the power of the ST. We can use the L command, locate and read (search) messages. After entering this you will see a menu like:

Select search field

- (1) - To
- (2) - From
- (4) - Subj
- (8) - Message text
- (16) - Node:

Briefly, enter a 1 and it will ask, Enter search string. You may then enter any part of the string your looking for, lets enter JI. We want to search any message TO anyone with a JI in their name. It will immediately take you to a -Read Cmd, just enter a R and it will search every message with a JI in the TO line of the message. If we had entered an 8 and entered Atari, it would search and retrieve every message in the base that had the word atari in it! Starting with the most recent. This is a very powerful command if your trying to retrieve information on a specific subject. You will no longer have to do endless searches through a message base. Any time you wish to stop the search, just enter a Q at the command line and it will take you back to the command line again.

Another confusing command is the S, scan/mark message command. If you enter it, you will find yourself at the Msg Cmd line, use any of the above commands. If you want to scan and mark only new messages, hit a N. You will then see the msg *, date the message was sent and the subject. Under that it will ask, Mark? If you answer yes, it flags this message for future retrieval. Now a word of warning, this function is hard to get out of unless your hand/eye coordination would allow you to fly jet fighters through the mountains at 12 feet. When you hit the Y/N reply, you need to immediately or sooner hit a control C, the problem is the FoReM ST is soooo fast, its hard to beat. But, once you exit this function or finish it, your at the Msg Cmd again. you can just enter the M command and it will retrieve all Marked messages for you.

Continuous scroll just doesn't send the command line between messages, you can bring the command line up by hitting a return before the next message scrolls, if you want to reply, quit or any of the other choices. The ST has a related command, it is continuous scroll delay. Hitting the * will allow you to set the time between messages in 1/10's of a second. So if you want them to shoot by, enter a 1 or if you want some "reaction time" you can enter 20 or 30 to give you 2 or 3 seconds. What ever makes you comfortable.

One last pair of tips, if your in the message base and wish to go back to the Msg Cmd line, use a control C. If you wish to go back to the Main menu, hit a Control Y. If your in a scan, hitting the Control C takes you to the next message base, control Y aborts the whole scan and takes you to the main.

Next month, entering messages and a run down on the best editing commands around!

INDUS GT DRIVE

By Dick Pederson

"Looks like a Ferrari. Drives like a Rolls. Parks like a Beetle". No, this is not a car we are talking about, but rather the Indus GT Disk drive for the Atari 8 bit computer.

The article's beginning quote is an extract from the ad you may have seen about the Indus Drive. The drive is low, sleek, and powerful (like the Ferrari), hums along whisper quiet (like a Rolls), and takes up little space on your computer desk (parks like a beetle). Standing only 2.65" high, its about half the height of the older Atari 850 drive and about two-thirds the size of the Atari 1050 drive.

Like the Ferrari, the Indus is fast: the drive head moves from track 0 to 39 in less than a quarter of a second. Plus, you don't have to guess what track you are on because the LED's on the front of the drive display the track number. These LED's also show the error code when a problem is encountered or the drive type (single density, double density, etc.) when the "Drive Type" button is pushed.

The front panel, in addition to housing the LED's, contains a power light (lit when the drive is on), a drive busy light (lit during reading and writing operations to the disk), and a protect light (lit when a physically protected disk is in the drive). Just to the right of the lights are four buttons. A "protect button", allows you to protect any disk in the drive from write operations. The protect feature is especially handy when you are going through your periodic disk clean-up and are doing a lot of copying of files and formatting. Just press this button and the disk you don't want formatted or copied to is as protected as covering the notch in the disk with a write protect tab. If you have more than one drive, accidentally formatting the wrong disk is easier than you think.

A "drive type" button causes the density to be displayed in the LED's. The next button, "track", returns the LED display to the track number after an error code or drive type has been displayed. The last button, "error", causes the last encountered error code to be displayed.

The entire front panel is recessed behind a smoke colored plastic lid that flips up to allow access to the panel and the disk slot. The dust protecting lid can remain closed when the drive is in operation and the LED readouts remain clearly visible.

The rear panel contains two standard Atari SIO connectors for easy daisy chaining of peripherals. The power cord from the transformer also plugs in the rear (yes, another transformer). There are a series of dip switches located here that are used to set which drive number this drive will be (1-4) and can also be used to set the drive permanently in one of the available densities. However, the manual correctly cautions you against this and suggest you allow your software (DOS) set or change the density for you. That way, the program and the drive will be able to communicate at all times.

At the heart of this drive is a Z-80 8-bit microprocessor chip. The same one found in CPM based computers. Indus makes an add on device that uses the Z-80 to run CPM software on your Atari.

Once connected, the Indus functions the same as the Atari 1050 drive with several notable differences. The first being noise. As stated earlier, the Indus is truly whisper quiet and can barely be heard in operation. Conversely, the Atari 1050 clunks along with its stepping motor making more noise than a dryer full of sneakers. The other major difference is that the Indus will run in Single Density

(90K per side), Double Density (180K per side), or in the DOS 3.0 medium density or the DOS 2.5 enhanced density. No switches to set. Just boot up the DOS and it sets the drive for you.

The Atari 1050 drive can achieve true double density with a set of special chips from ICD: US Doubler. These chips when combined with SpartaDos can be used to place a special format on the disk that when used with SpartaDos significantly speeds up disk read and write times. The Indus can read the special skewed format from Sparta and can operate using Sparta DOS, however, while disk speed is improved slightly with the sector skew, the high speed operation does not function.

The Indus has its own version of Sparta's high speed which they call Synchronesh. It too uses a sector skew scheme and high speed changes to create a read/write operation that is every bit as fast as the Doubled 1050. You achieve this by using a special version of DOS XL which is issued with the drive.

The Indus comes with a packet of goodies. Issued free with the drive is a Word Processing Program, a Spread Sheet Program, a Database Program and DOS XL. Further, all this comes in a carrying case that is designed to double as a storage container for over 80 5 1/4" disks. The Word Processor, Spread Sheet, and Database each come with manuals. These are not extensive programs but they all do a nice job. I used all of them exclusively for several years.

The Indus is, without a doubt, the best drive on the market for the Atari today. It sells mail order for approximately \$180 which is comparable to the 1050 when you can find one. When my 1050 will no longer read a disk, the Indus will. I have had one in use for six years without a single problem. The second one, however, recently developed head alignment problems. Disks written in that drive can only be read by that drive. I raise this because it highlights the only problem

with an Indus: they cannot be repaired locally. For head alignment or other work, they must be mailed off.

I recommend the Indus without hesitation or reservation. If you are in the market for a drive and can get a used Indus drive, by all means, buy it. You won't see many of them for sale because most owners will not part with them.

Should you buy one new? Here I would recommend you wait a bit to see what Atari's new double sided, double density drive will sell for. If the new Atari Drive is similarly priced and readily available, I would recommend you buy that simply to get the extra storage (it will hold 360K vs 180K on the Indus).

As a final note for the Sparta Dos buffs among you, ICD's new x-cartridge which will be a cartridge based Sparta Dos, will reportedly support the Indus Synchronesh direct from Sparta.

Gateway City BBS

314-647-3290

Now supporting xmodem (crc)
and ymodem file transfer

Dedicated message bases for
ST, 8-Bit and Midi Sigs
Log on message showing active
S.I.G. dates and database info
keeping you informed on
what went on at ACE meetings

Dedicated to keeping you
Informed





PRINT SHOPPING

By Joan Ryan



PRINT SHOPPING

NOVEMBER'S PRINT Shop disk is made up entirely of icons designed or donated by ACE 8-BIT sig members. Special thanks to SANDRA ANKRAH, ANNA MASON, and Nick BARR and his son CHRIS. We have a lot of real artists out there who have been hiding behind their terminals! You may recognize a few STAR TREK figures from a previous disk release, but SANDRA did such a good job proportioning the figures from the "squashed" mode, that I decided to reintroduce them. (She will explain how she did this, using "The Graphic Shop" in a future article.)

The flip side is the latest and last (I promise) release of JACS Print Shop Utilities. Yes, it has been further improved by CHET (Cryptic Wizard) WALTERS. I know it is the last because he has bought a (shudder!) 1040 ST, thereby ruining my 8-Bit life! His final revision is XL XE Turbo basic, and has a two drive option. Hopefully, some mods can be made for 48K machines. The text window expanded print muddle has been cleaned up. Now you can see exactly what the double font looks like in the edit window BEFORE you hit ESC as well as afterwards. (If you recall, the double fonts are printed by hitting LETTER, CONTROL, LETTER and printing one half letter at a time.) Some changes have been made in fonts. A few have been eliminated, so keep your old version. A new font, called "ALLUPPER.DBL" allows two different print sizes on one label. This last revision is really the most user friendly I have seen. Thanks CHET! If there is one thing neater than public domain software, it is a person who fine-tunes a P.D program to the point where you KNOW it should be sold for REAL money.



SOS!

We need public domain fonts and borders for the next P.S. release! If you have drawn any, downloaded any, or know of anyone who has, please get in touch with me. We have a few, but not nearly enough for a club disk. Anyone who donates to a P.S. disk, gets a free disk.

There are a bunch of new utilities released in ANTIC's December issue. "ICONVERTER" translates P.S. icons to ATASCII characters for uploading to a BBS. Another is a mail merge patch for the original "Designer Labels", (ANTIC April, 87) It is supposed to work with "Synfile+" when its files are printed to disk. A third utility makes a Print Shop envelope. See this column for upcoming reviews.

AM SORRY TO REPORT THAT Broderbund isn't the only company not releasing icons for the 8-BIT machine, anymore. BCI Software, designers of "Printer's Devil" and "Printer's Patriot", have declined to release "Printer's Angel" for Atari. They claim the sales were too dismal on the other two. Icon pirates ended up sinking their own ship and we just went down with it.

The only company presently releasing P.S. icon disks is "No Frills Software" 800 E 23rd ST., Kearney, NE 68847. The telephone number is (308) 234-7250. (See ACE review, July, 87 for icon samples or, better yet, send self addressed stamped envelope for updated inventory of current pictures.) This might be a good XMAS gift idea!! We must face the fact that we either support these 3rd party developers or say goodbye to 8-BIT Print Shopping. Hope it doesn't come to this. It is just too much fun!

JOAN RYAN

bits and pieces page

COMPILED AND TYPED IN FROM VARIOUS SOURCES

by Jim • Getaway

XM301 WARNING AN ELECTRONIC TIME BOMB?

REPRINTED FROM THE NEWSLETTER OF THE
ATARI FEDERATION

If you own an Atari XM301 modem, you may own an electronic time bomb. After a rash of hardware failures last month, which included smoking a disk drive and two printer interfaces, I found the cause of my problem to be my XM301. The modem worked fine, but was killing off my system piece by piece.

The reason has to do with the 13 wires coming from the serial I/O plug, although only nine wires are actually used by the modem. The other four wires have about 1/8" of bare wire showing and are just hanging around, unterminated, waiting to touch something they shouldn't. I have checked other XM301 modems and this condition existed in them, too.

HERE IS WHAT TO DO IMMEDIATELY

With the power OFF, remove the two screws from the back of the modem and lift off the plastic case. Inspect the wires where they enter the case. You will find four of the wires are not connected to anything. They will be cut off close to the outer sheathing of the cable. If these four wires show any bare metal, cut it off. Be careful not to let the cut off pieces fall into the modem board.

Next, tape the wires individually, so that it cannot possibly touch any other wires or part of the modem. Put the modem back in its case, replace the screws and you're done.

I've written to Atari regarding this problem, but haven't received a reply as yet.

Editors Note:

As usual, anytime you do any work on your hardware, make sure you use care. We only print these articles to inform you, any attempt at modification is done at your own risk.

Tidbits

from John W. Zupansic of P.A.C.B.

If you use a printer that uses a standard typewriter ribbon such as Okidata or Star Micronics. Be aware, that these standard typewriters ribbons are potentially harmful to your printhead. There are ribbons made especially for dot matrix printers in which the ink has a lubricant in it to help lube the print pins. The ribbon I purchased is Burroughs/Nu-Kote brand.

SHOW NEWS: Atari made history by becoming the first computer manufacturer to exhibit at NAMM, the National Association of Music Merchants show in Chicago. The ST was present throughout the show in virtually every booth where there were MIDI instruments. Atari sales people at the show were besieged by music dealers eager to sign up as Atari dealers. By the time this four day event was over there were literally hundreds of dealer applications waiting to be approved (hope they treat em better than existing dealers. -Jim B-)

In other news from NAMM, keyboard magazine announced the results of its latest reader survey. The Atari ST computer has rocketed into the number one slot in the vital "Intend to buy" category ahead of the perennial leader Macintosh! The word at Atari HQ is "Today MIDI, tomorrow DeskTop Publishing!"

REPRINTED PACE DISPATCH

ANY BITS OF INFO YOU COME ACROSS
FEEL FREE TO SUBMIT IT TO US. IF YOU
HEAR OF A PROBLEM, A FIX OR SOME
INTERESTING INFORMATION, WE WANT TO
PRINT IT AND SHARE IT WITH OUR FELLOW
USERS. SEND IT TO:

BITS AND PIECES

ACE-STL

PO BOX 6783 - ST LOUIS, MO - 63144

The NOTE and POINT Commands Of Atari Basic

By Darel Schartman

THE NOTE & POINT COMMANDS ALLOW YOU TO ACCESS INFORMATION IN DATA FILES ON THE DISK. THE NOTE COMMAND IS USED TO CREATE THE DATA FILE AND THE POINT COMMAND IS USED TO READ THE INFORMATION. THE FORMATS FOR THE COMMANDS ARE AS FOLLOWS;

NOTE #1,S,B - THIS TELLS THE COMPUTER TO FIND A PLACE ON THE DISK TO WRITE SOME INFORMATION. THE COMPUTER FINDS THE PLACE AND STORES THE SECTOR AND BYTE AS S AND B. THIS IS A WRITE FUNCTION AND SHOULD BE FOLLOWED BY A PRINT #1;TXT\$

POINT #1,S,B - YOU SUPPLY THE SECTOR AND BYTE AND THE COMPUTER GOES TO THAT POSITION ON THE DISK. THIS IS A READ FUNCTION AND SHOULD BE FOLLOWED WITH A INPUT #1;TXT\$

THE PROGRAM LISTING BELOW DEMONSTRATES THE USE OF THE NOTE COMMAND. AN IMPORTANT FACT TO REMEMBER IS THAT EACH TIME THE NOTE COMMAND IS USED THE SECTOR(S) AND BYTE(B) MUST ALSO BE SAVED ON THE DISK SO YOU KNOW WHERE YOUR DATA IS.

```
10 DIM TXT(80),A(1):? " ":REM CLR           ; THIS IS THE
20 ? :? "      MINI DATABASE CREATOR"      ; PROGRAM MENU
30 ? :?
40 ? :? "      *****"
50 ? :? "      C - CREATE DATABASE"
60 ? :? "      A - APPEND DATABASE"
70 ? :? "      *****"
80 POKE 764,255                             ; MEMORY LOC
90 ? :? "      CHOOSE A LETTER"           ; 764 IS FOR
100 K=PEEK(764):POKE 764,255                ; THE LAST KEY
110 IF K=255 THEN 100                       ; PRESSED
120 ? :? "                                     ; 255=BLANK
130 IF K=18 THEN GOSUB 280:GOTO 160         ; 18="C"
140 IF K=63 THEN GOSUB 320:GOTO 160        ; 63="A"
150 GOTO 100
```

Main program loop

```
160 ? :? "ENTER TEXT #";M+1:INPUT TXT$    ; TEXT ENTRY PROMPT
170 IF TXT$="Q" OR TXT$="q" THEN 255       ; ENTER Q TO QUIT
180 ? TXT$:? :? "CORRECT ? (Y/N)"         ; Proof-read
190 INPUT A$                               ; ENTER YES OR NO
200 IF A$="N" OR A$="n" THEN 160           ; IF NO ENTER AGAIN
210 NOTE #1,S,B                           ; Find A S & B
220 ? #1;TXT$                             ; PRINT TO disk
230 ? #2;S                                ; PRINT S TO disk
240 ? #2;B                                ; PRINT B TO disk
250 M=M+1:GOTO 160                       ; INCREMENT COUNTER
```

Continued on Next Page

NOTE AND POINT COMMANDS

CONTINUED

THE END OF THE PROGRAM ROUTINE.

```
255 OPEN #3,8,0,"D:NUM"           ; PREPARE TO PRINT
260 ? #3;M                         ; PRINT THE NUMBER
270 CLOSE #1:CLOSE #2:CLOSE #3:END ; CLOSE CHANNELS
```

THE SUBROUTINE BELOW IS USED WHEN CREATING A DATABASE. THE FILES ARE OPENED USING AN 8 WHICH IS FOR WRITE OPERATIONS.

```
280 OPEN #1,8,0,"D:DATABASE"
290 OPEN #2,8,0,"D:POINTS"
300 RETURN
```

THE SUBROUTINE BELOW IS USED WHEN ADDING TO AN ALREADY CREATED DATABASE. THE FILES ARE OPENED WITH A 9 WHICH IS FOR APPEND OPERATIONS. APPEND MEANS ADD TO. ALSO, THE FILE "NUM" IS OPENED WITH A 4 WHICH IS FOR READ OPERATIONS. THE NUMBER OF ENTRIES (M), ALREADY IN THE DATABASE, IS ENTERED, THEN THE FILE IS CLOSED.

```
320 OPEN #1,9,0,"D:DATABASE"
330 OPEN #2,9,0,"D:POINTS"
340 OPEN #3,4,0,"D:NUM"
350 INPUT #3;M
360 CLOSE #3
380 RETURN
```

NOW WHAT DO YOU DO WITH A DATABASE. HOW ABOUT A FLASHCARD PROGRAM IN WHICH YOU ENTER YOUR CHILDS WEEKLY SPELLING WORDS. OR MAYBE TO STORE RECIPES OR TEXT FROM AN ADVENTURE GAME. THE BEST PART IS THAT YOU CAN RETRIEVE ANY PART OF THE BASE JUST BY REQUESTING THE CORRESPONDING NUMBER. THE FOLLOWING PROGRAM WILL DEMONSTRATE.

```
10 DIM TXT*80)                     ; THIS MENU IS
20 GOSUB 250                         ; SIMILAR TO THE
30 ? " ":REM CLR SCREEN             ; ONE ABOVE.
40 ? "    DATABASE TESTER"
50 ? :?
60 ? :? "    *****"
70 ? :? "    M - MAKE RANDOM ENTRIES"
80 ? :? "    P - PRINT DATABASE"
90 ? :? "    *****"

100 POKE 764,255                     ; THE GOSUB IN
110 K=PEEK(764):POKE 764,255         ; LINE 20 IS
120 IF K=255 THEN 110                 ; IMPORTANT.
130 IF K=37 THEN 160                  ; THE DATABASE
140 IF K=10 THEN 210                  ; MUST BE OPENED.
150 GOTO 110
```


NOTE AND POINT COMMANDS

Conclusion

MAIN PROGRAM loop, WOW!

THIS SECTION OF THE PROGRAM PROMPTS YOU FOR THE NUMBER (N) THEN PRINTS THE CORRESPONDING TEXT USING SUBROUTINE 350.

```
160 ? :? "ENTER THE NUMBER OF THE TEXT":? "ENTER 0 TO QUIT"  
170 INPUT N:IF N=0 THEN 240  
180 IF N.M THEN 160  
190 GOSUB 350  
200 GOTO 160
```

THE FOR...NEXT loop below will print the ENTIRE DATABASE ON THE SCREEN. LINE 240 ENDS THE PROGRAM.

```
210 FOR N=1 TO M  
220 GOSUB 350  
230 NEXT N  
240 CLOSE #1:CLOSE #2:CLOSE #3:END
```

THE TWO ROUTINES BELOW MUST BE IN YOUR PROGRAM. THE FIRST ROUTINE IS FOR INITIALIZATION. THE FILES ARE OPENED AND THE NUMBER, (M), OF TEXT ENTRIES IN THE DATABASE IS READ. TWO ARRAYS ARE DIMENSIONED USING M. THE ARRAYS ARE FILLED WITH THE SECTOR AND BYTE DATA FROM THE DISK. THE FIRST LOCATION WILL HOLD THE SECTOR AND BYTE FROM THE FIRST ENTRY.

```
250 OPEN #1,4,0,"D:DATABASE"  
260 OPEN #2,4,0,"D:POINTS"  
270 OPEN #3,4,0,"D:NUM"  
280 INPUT #3,M ; GET NUMBER  
290 DIM SE(M),BY(M) ; DIM ARRAYS  
300 FOR I=1 TO M ; Fill ARRAYS  
310 INPUT #2,S,B ; WITH THE  
320 SE(I)=S:BY(I)=B ; SECTOR AND byte  
330 NEXT I ; DATA.  
340 RETURN
```

THIS IS THE ROUTINE THAT WILL PRINT THE TEXT FROM THE DISK FILE. YOU PROVIDE THE NUMBER OF THE TEXT ENTRY (N). (S) AND (B) WILL BE SET TO THE PROPER SECTOR AND BYTE. THE POINT COMMAND WILL LOCATE THE TEXT ON THE DISK. THE INPUT COMMAND WILL READ IT AND THEN IT CAN BE PRINTED.

```
350 S=SE(N):B=BY(N) ; Set S & B  
360 POINT #1,S,B ; POINT TO loc.  
370 INPUT #1;TXT$ ; INPUT TEXT  
380 ? :? TXT$ ; PRINT TEXT  
390 RETURN
```

JUST PICK A NUMBER (N), GOSUB 350 AND WHAMO THE CORRESPONDING TEXT IS TAKEN FROM THE DISK AND PRINTED ON THE SCREEN.

MAIL ORDER MONSTERS

Snail's Pace Software Reviews

By Gayle Roark

Having received a free copy of Mail Order Monsters (Electronic Arts) many, many moons ago, it is high time you people heard about it. Not being a gamer, and owning a pair of cheap joysticks (you gamers know what that means), I am usually not a worthwhile opponent for the computer, but I tried.

Mail Order Monsters is basically a "shoot 'em up". You choose a monster from a selection, and endow it with qualities which will hopefully allow it to take on all opponents. I chose the arachnid (spider). Don't choose the arachnid. It's a real loser.

Once you have chosen your monster, you are transported to the field of battle, which is on the other side of the disk. It must be a long way. There you are presented with an overall map of the battlefield, with your monster represented as a 'plus' sign on this map. My plus sign, however, did not seem to be very responsive to the joystick in either speed or direction (cheap joysticks, maybe?). Its color was sometimes hard to distinguish from the opponent's (black & white TV's are definitely out). Once your monster and the computer's (if you can't talk someone into playing with you) are within fighting distance, the screen changes to a local view of the battlefield.

Here, for the first time since you chose your monster, can you recognize some of its features. Each monster is simply a single-colored player, so not much detail is available. They move around on a playfield full of rocks and things, but are able to pass through these objects. It is now time to obliterate your opponent. In order to do this, you must activate some weapon by pressing the joystick button twice. The instructions suggest you do this while still on the big map. I found it was impossible to do otherwise. You will be presented with a menu of weapons available to you. You must select a weapon and activate it (or deactivate it between battles). Unfortunately, we humans are limited in dexterity and speed with which to choose, activate, and deactivate weapons, a handicap which the

computer does not seem to possess as it can do this instantly. It's joysticks work fine. It can take advantage of switching to weapons which are more effective for close or long range combat as the situation requires. Thus, my arachnid was repeatedly wiped out by pterosaurs, lionbears, and hominids. In addition, the last move you made is the direction in which your weapon will be fired. This made it impossible to shoot while running away (something I did a lot).

Both beasties can take a pounding. They are endowed with a life value at the beginning. When this is zero, your beastie is dead. But it sure seemed that each time I hit the computer's monster, it's life decreased by one, while when he hit mine, my monster's life decreased by much more.

There are three levels of the game (beginner, intermediate, and advanced). At higher levels, you are given money with which to purchase weapons, artillery, and traits. You may also team up with some else's monster to take over a territory. In this situation, I never once saw my monster, but I had joystick control over the computer's monster.

As an overall summary, the graphics in the game were less than stupendous. The fonts used on the screen made me want to give up drinking (and I don't drink). The joystick control in all but close battle situations was not always predictable with regard to speed and, sometimes, direction. There were a lot of complications which may not really be necessary to enjoying the game. Like I said, I'm not a gamer, but I have played more fun games, and I need to win once in a while. So the arachnid and I may get out the old Space Invaders game. You hit the joystick button and the laser fires an blasts the space invaders. Now, that I understand....

SECRETARY'S REPORT AND MIDI SIG NEWS

BY Greg Kopchak

MEETING MINUTES

The first order of business at our November meeting was the election of officers for 1988. Terry Shoemaker was elected president. Mat Ratcliff was elected vice-president. Steve Freshley was elected treasurer. Greg Kopchak was elected secretary. Jim Bucholtz was elected as editor of the ACE NEWSLINE.

Mat Ratcliff gave a detailed report on what was new at COMDEX and answered questions on the new products in the works.

Jeff Randall had his new MEGA-ST up and running for us. He gave a demo of the speed of the blitter and answered questions about the new machines. We also had a demo of the SPECTRUM 512 drawing program by the Antic Catalogue for the ST. The pictures were impressive and the program is loaded with features to make the 512 colors easy to work with and use. If you missed the demo of the SPECTRUM 512 and the MEGA-ST, they are both available at Randall's Home Computers on Howdershell north of 270.

Anna Mason gave us a demo of the KEGLER bowling secretary program. This program looks like it would do the job for any bowling secretary. Anna has been using this program for over a year and highly recommends it to anyone needing a program of this nature.

Dues for 1988 can be paid at our next meeting on Saturday, December 5. Getting your dues in on time can make the difference between a slow or fast start by ACE Saint Louis in 1988. Pay up early and don't miss an issue of the ACE NEWSLINE. The NEWSLINE alone is worth the \$20.00 membership fee.

ACE MIDI SIG NEWS

If your looking for Christmas music, the MIDI SIG has disks of music available for both the ST and 8-bit line. Call me at 831-9482 before Friday, December 4, and I will bring your disk to the general meeting. The ST disks are \$4.00 and the 8-bit disks are \$3.00. We have the following:

#1 ST Christmas music show with pictures for use with the internal sound chip or a synth.

#2 ST Christmas music show with pictures to use with a synth. The music on this disk was ported from the Amiga and includes the complete Nutcracker Suite (over 3,900 notes and 1/2 hour run time)

#3 ST Christmas music show with pictures patched for the CZ-101. You need a CZ-101 or CZ-230 to use this one.

#4 8-bit MIDI MUSIC SYSTEM songs. You need a synth and MMS for this one.

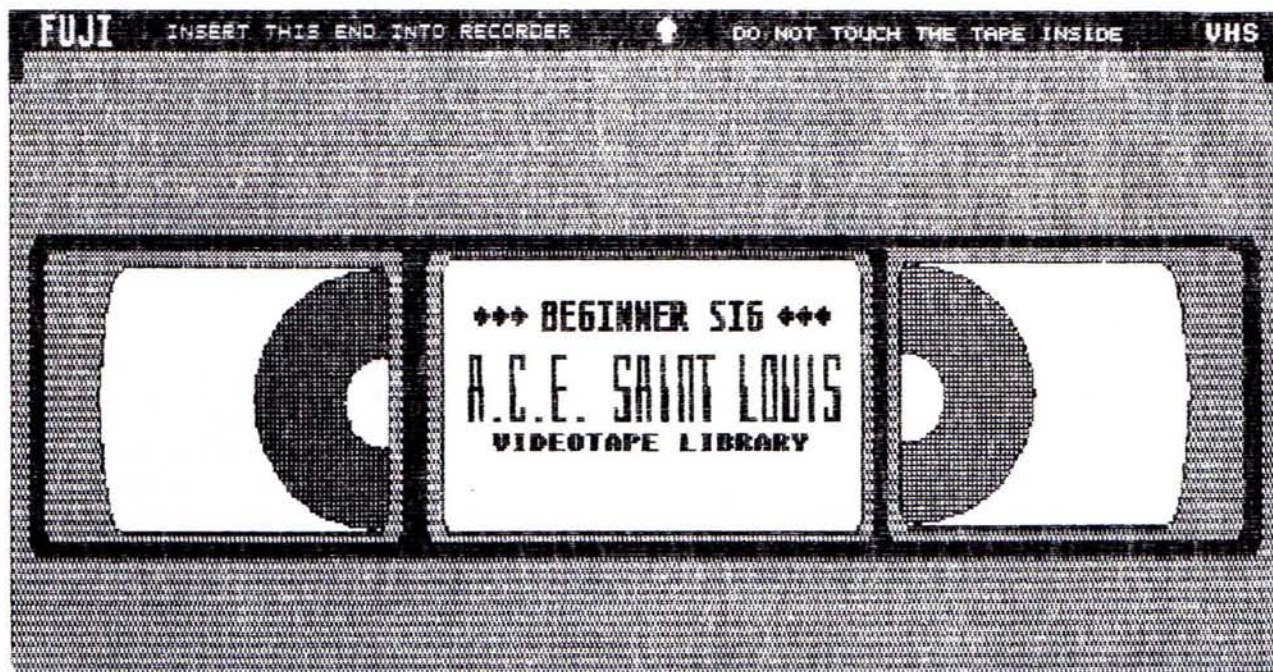
#5 8-bit AMS songs with player program. No synth required.

Charles Robinson has worked out a special deal on the MIDIMATE and the MIDI-TRACK III with Hybrid Arts. We can get both the interface and the sequencer software to use with it for \$119.00. If you have been thinking about getting a MIDI setup for your XE, this would be a great time to get it. If we have 10 or more members interested in the setup, we can get a slightly better price on it. You do need an XE or expanded XL to make use of the MIDI-TRACK III software. The original list price of the MIDIMATE and MIDI-TRACK III software was \$320.00 and the \$119.00 club price is a 30% discount off of the current price of \$160.00 for hardware and software.

I have used the MIDI-TRACK III for over a year and find that it is one of the most comprehensive sequencer programs available for any computer including the ST. Please see me at the meeting or call me at the above number if you would like to pick up this bargain on a MIDI setup for your XE system.

The next MIDI SIG meeting will be on Tuesday, December 15, at my place in Florissant. Next month's MIDI SIG news will feature a money saving tip on power supplies to use with the CZ-101/230 synths.

WANTED BEGINNER "SIG" VIDEO



REWARD – *NICE FEELING*

We are in desperate need of the Beginner SIG videocassette. It was lent out earlier this year and we did not fill out the check out card and we don't remember who borrowed it. If you would, please check your video library and see if it is there and please bring it back in to the december meeting. If it is too embarrassing mail it to the PO box or just lay it someplace conspicuous at the meeting. We have several people who have been asking for it.

SO PLEASE IF YOU HAVE IT, RETURN IT!!

Membership Form

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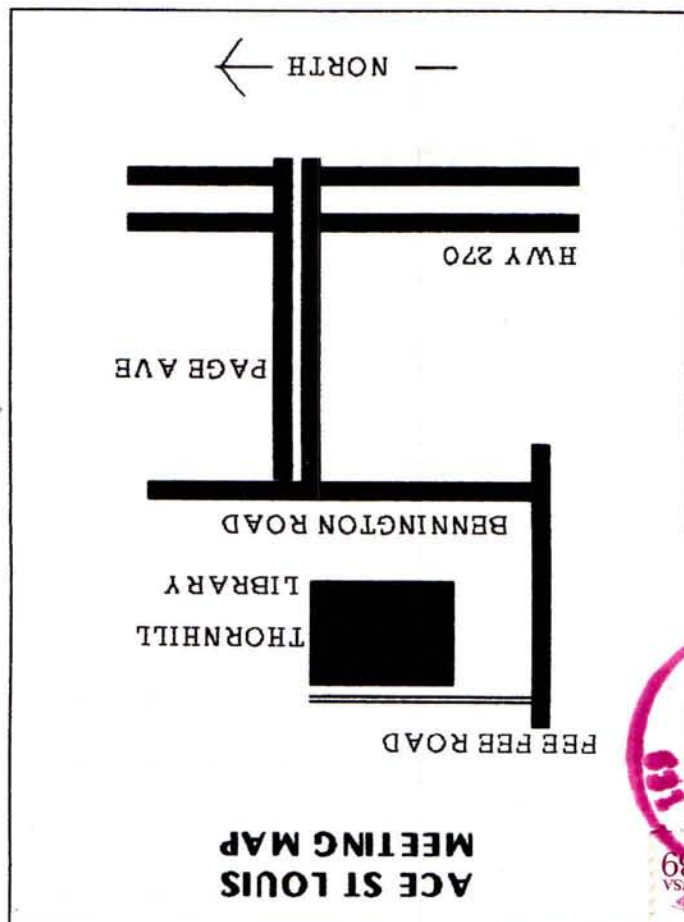
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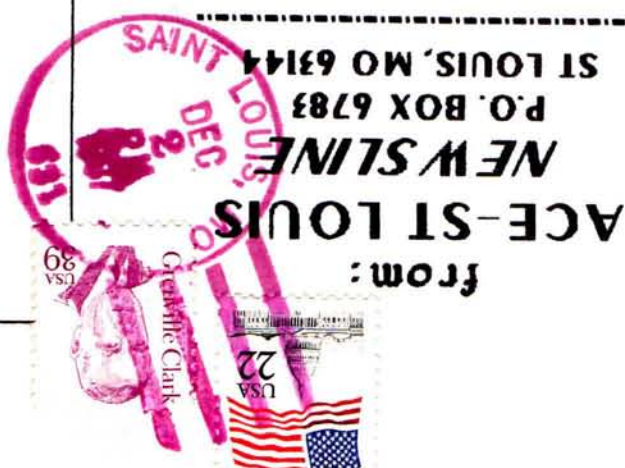
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